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JALECO™

NES-J7-USA

THE LAST NINJA™

INSTRUCTION MANUAL

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THANKS FOR BUYING THE LAST NINJA™ FROM JALECO. IT'S JUST ONE OF MANY NEW AND EXCITING GAMES WE WILL BE BRINGING OUT FOR YOUR NES!

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INTRODUCTION

Get ready for the greatest mystery in martial arts history! Even Armakuni, the Master Ninja of the 9th century, wasn't ready for this. One moment, he's meditating on his crushing defeat at the hands of the Evil Shogun; next thing he knows, he's a stranger in the strange land of modern-day Manhattan. Yet Armakuni knows why he has made this journey, and why he must continue it — because somewhere in this vast city of the future, the Evil Shogun lurks, and the final battle looms.

The Last Ninja is the story of a long and perilous journey through vivid 3D landscapes. Success demands mind over muscle as you guide Armakuni through six mysterious stages and countless screenscapes, battling supernatural enemies coming at you from every conceivable angle.

Progress through each stage depends on your ability to master each screenscape, discovering and memorizing the meaning of every object you encounter — because nothing is quite what it appears to be. A sip from a bottle quenches more than your thirst; a bite of a hamburger feeds more than your body.

The Last Ninja is truly a thinking-man's game. Virtually every move you make demands sound decision-making and precise movement in three dimensions. Even in the heat of battle, you must out-think your opponent with every punch, every kick.

THE STORY OF THE LAST NINJA

The Ninja, known as The Mystic Shadow Warriors, were the elite fighting force of 9th-century, feudal Japan. They were dedicated to the fine tuning of their bodies into fighting machines. Their attributes were many and varied; they were masters of weapon craft, stealth, and invisibility, and many believed them to be in control of the supernatural. A real master of the art of Ninjutsu could even anticipate an opponent's moves...and thoughts.

To achieve this high level of skill, all initiates had to undergo years of rigorous training. Correct application of these skills required cunning, dexterity, and total mind control. Students of the Ninja arts drove themselves on to try to achieve the state of self perfection. Therefore, martial arts fighting disciplines became the highest, most honorable path to perfection. Unfortunately, some Ninja were to abuse their powers.

The Ninja were nearly wiped out of existence during a purge in the 12th century. But now they are

back and more powerful than ever — back with a vengeance!

The struggle with the Evil Shogun, Kunitoki, had taken its toll. For many months after regaining control over the island of Lin Fen, Armakuni, the new master of the Ninjutsu, fell into a deep depression at the loss of his brethren. He reflected again and again upon his struggle against Kunitoki, and always came to the same conclusion — it was only the end of a battle, not the end of the war.

After more than a year of languishing upon Lin Fen, Armakuni was prepared to reinstate the way of the Shadow Warrior to its former glory. With the Koga scrolls in his possession, all that Armakuni needed now were the disciples to follow his guidance and the teachings of the ancient manuscripts.

As the word spread around the mainland that a new master had the scrolls and was about to begin training, the men began to arrive. They were the sons of the fighting elite — the Samurai.

A new order of Ninja slowly began to take shape. But this time the training was going to be more intense than ever before. Never again would they be caught off guard and be defeated without honor.

During a training session of the Inner Circle — the Master's elite of the elite — a strange feeling came over the class. It was as if time had abruptly stood still, as if they were the only people left in the world. As Armakuni rose from his meditating position, a strange, pulsating light enshrouded him. Concerned with what they saw, the class tried to rise and go to Armakuni's assistance. But they were fixed in their positions — no one could move.

The intensity of the light grew around Armakuni until all who were witnessing the scene were forced to cover their eyes. When the light faded and finally disappeared, the students leaped to their feet. What had happened? Where was the Master?

"What is happening?" shouted Armakuni. But no one could hear him. It was as if he was invisible and in a sound proof glass box. Why wasn't his class rushing to his aid to help him break free? Why did he feel the sharp thorns of fear, while inside he was as calm as the deep seas? What game were the ancients playing with him? His questions found no answers as he slipped unwillingly into unconsciousness.

Slowly, Armakuni clawed his way back through the darkness of

deep sleep — back to where he felt safe. As he forced his eyes open, he was greeted by a sight that his experiences could not have prepared him for.

Armakuni is now standing on a hard wooden floor surrounded by strange objects that vaguely remind him of musical instruments. Behind him is a curtain parted slightly in the middle. As he tries to focus his eyes on his surroundings, his mind is sent spinning. He sees strange, gigantic shapes, covered with mirrors, reaching to the very doorstep of the heavens.

"Where am I?" shouts Armakuni. Trying to get some control over his rushing emotions, he calls upon all of his reserves of courage. He must try to make sense of the insanity surrounding him. Taking a moment to meditate, Armakuni suddenly experiences a strange and chilling sensation. There is a force in this land, a force he has not felt since the final battle with the Evil Shogun, Kunitoki.

"Could he be here? Has some cruel trick of fate brought the two of us together once again?" thinks Armakuni. As these thoughts rush through his mind, Armakuni begins to realize that their destinies must be forever intertwined, and wherever evil forces try to hold sway over mankind, Armakuni is the one chosen to vanquish it.

Armakuni's immediate concern is to explore his surroundings. He must find some means of defending himself against the unknown dangers that lie before him.

Although Armakuni was torn from his own time with nothing more than the clothes on his back, he has total belief in his abilities. He has been thrown forward in time to 20th-century New York, and somewhere in its vastness, the great battle with Kunitoki awaits.

GETTING STARTED

1. Place The Last Ninja cartridge into your NES and turn on the unit.
2. The title screen appears. If you wait for a few seconds, you'll see the high score screen. (You can scroll through the nine high scores on the TIP TOP NINJAS screen by pressing UP or DOWN on the Control Pad while the high score screen appears.) Keep waiting and clues about the game will be revealed.
3. When you're ready to begin playing The Last Ninja, press START. A screen appears with START A NEW GAME, CONTINUE A OLD ONE and MUSIC ON/OFF options. To start a new game, just press START. You'll find the Ninja on a bandstand in Central Park — right next to the tuba!

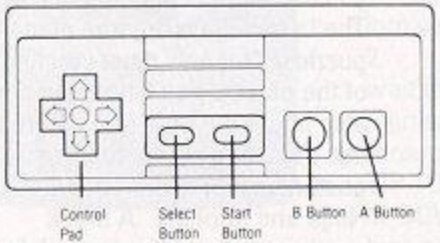
See the section entitled "PASSWORDS" to learn how to resume a game where you last left off.

THE OBJECT

Explore all locations in each level in order to collect weapons, objects, and lives to assist you in your ultimate quest: to seek out and destroy Kunitoki, the Evil Shogun. As the Ninja travels through the screenscapes, he is constantly confronted by various enemies who attempt to stop him. Some enemies are unarmed;others possess weapons such as a staff, sword, nunchukas, or shiraken stars. To destroy Kunitoki, the Ninja must have enough lives remaining and the correct weapon.

You must be creative in the way you use objects that you discover. The Last Ninja is a game of many puzzles. Not only must you find all of the objects you'll need, you must also figure out how and where to use them to get past the myriad of obstacles that stand between the Ninja and Kunitoki. A black panther, a crocodile, locked doors, and hidden entrances are but a few of the obstructions that the Ninja will encounter in his quest to destroy the Evil Shogun.

THE CONTROLLER



CONTROLLER FUNCTIONS

Don't be confused by the unique 3D technology used in The Last Ninja. For example, when you press UP on the Control Pad, the Ninja moves up at a diagonal to the left to accommodate for the 3D graphics. If you want, you can also press UP/LEFT on the Control Pad and it will produce the same effect as pressing UP. The same holds true for each of the other directions on the Control Pad. See the chart.

BASIC MOVEMENTS

MOVE UP (up and left):	Control Pad UP or UP/LEFT
MOVE DOWN (down and right):	Control Pad DOWN or DOWN/RIGHT
MOVE RIGHT (up and right):	Control Pad RIGHT or UP/RIGHT
MOVE LEFT (down and left):	Control Pad LEFT or DOWN/LEFT
FORWARD VAULT:	A button while moving any direction
PAUSE GAME:	START

MANIPULATION OF OBJECTS AND WEAPONS

PICK UP OBJECT OR WEAPON:	B button while standing over object
SELECT "HOLDING" OBJECTS:	SELECT and A button
USE SELECTED OBJECT:	B button while in correct location for use of object
SELECT "USING" WEAPON:	SELECT and B button

MARTIAL ARTS MOVES

PUNCH:	A button
KICK:	B button
SLASH ("USING" WEAPON):	A button
THROW ("USING" SHIRAKEN STAR):	A button

ON-SCREEN DISPLAYS

Useful information about game status is displayed at the bottom of the screen at all times. The information includes the following:

SCORE: At the top left is your score. You get points for each new screenscape you discover, each blow you land against an enemy, and each enemy you knock out. Run up your score enough and you'll make it onto the TIP TOP NINJAS high score screen.

TIME: The time you have spent in the current game is displayed below the score.

POWER METER: Each time you take a blow, you lose power. If you lose all of your power, you lose a life. The Ninja's power meter is displayed below the time. When an enemy appears on the screen, the enemy's power meter is shown to the left of the Ninja's power meter. Each blow you land decreases an enemy's power. When you knock an enemy down (the enemy power meter runs all the way down), the power meter builds back up, and the enemy will get up again when the power meter returns to full strength. If you knock the enemy down a second time, he'll stay down. Note that blows delivered with weapons decrease power faster than hand-to-hand blows.

LIVES REMAINING: The number of lives you have left is shown next to "USING," although this display changes to a picture of a weapon when you cycle through the weapons you have found. You start the game with six lives (five remaining as shown on the screen plus the current life). If you find and pick up a hamburger, you'll get an extra life.

USING: This shows the weapon you are using (when you have one or more). Press SELECT and the B button repeatedly to cycle through the weapons you've found. Stop when the weapon you want to use appears on the screen.

HOLDING: When you find an object, pick it up by standing over the object and pressing the B button. Once you do, a picture of the object is shown next to "HOLDING." The item shown is the item ready for use. To cycle through the objects you've collected, press SELECT and the A button. Stop when the object you want to use appears on the screen. You have to be standing in the correct location for use of a particular item in order for it to be used. Press the B button to attempt to use an object.

HIGH SCORE SCREEN

If you score enough points to make the "TIP TOP NINJAS" list of the nine high scorers, you'll be prompted to enter your name when you use up your last life. Use UP or DOWN on the Control Pad to cycle through the letters of the alphabet until the first letter you want appears in the first character space. Then press RIGHT on the Control Pad to move to the next character space and repeat the letter-selection process for the second letter you want, and so on until all the letters you want appear on the screen. Press LEFT on the Control Pad to go back to a character space if you want to make a change. Press START

when your name appears as you want it.

TIPS AND SUGGESTIONS

The first aspect of the game you should master is control of the Ninja. A high level of competence with your controller will enhance your game play considerably.

Because of the adventure elements of the game, get in the habit of recording what happens on each screen. Mapping out screenscapes as you come across them is most helpful.

Lastly, never take anything for granted. Some things are not as they appear.

CLUES ABOUT OBJECTS

The following are clues to some of the objects and hazards you may come across in your travels. They are not necessarily listed in the order in which you have to find them. In the spirit of all good adventures, we have not told you the whole story!

KEYS: There are grate keys and not-so-grate keys. In the beginning, they are a hard bunch to find.

TRAP DOOR: Get a good grip and punch your way through this problem.

MAP: This map is a bit flash. It can reveal a lot.

NUNCHUKAS: Pulling off this two-part problem could make you flushed with success. Nunchukas are a weapon with two handles.

SHIRAKEN: You'll have to box clever to reach the stars. Shiraken are Ninja throwing-stars.

STAFF: Reaching new heights, these staff will do well. It's more than just a weapon. It makes a handy tool as well.

BOTTLE: Tramp around the streets and grab a sip of soda while you can.

SWORD: Shop around for the best buy. It could be a real steel.

HAMBURGER: "Greater love hath no man than this: that he lay down his extra hamburger for a friend." Hamburgers give you an extra life.

CREDIT CARD: You'll get extended credit when you gain access. It will really lift your spirits.

COMP. TERMINAL: Your number's up if you don't act like an elephant.

CLUES ABOUT LOCATIONS

There are six distinct stages of play to work through. Here are some clues to help you:

CENTRAL PARK:The key to success is to gain new heights, and then go for a frolic on the river.

THE STREET: The busy streets can be paved with danger. Stepping out before your time could really flip you out. If you're really sophisticated, you can get down to it and make a grate exit.

THE SEWERS: Typically, deep, dark, and dank. There will be no torch-carrying here. You'll just need lots of bottle.

THE OFFICE: Meat a real cool cat, but be careful. You might get a shock along the way. Tread carefully before taking a quick dip. Entrance here is no big secret. You could become a real terminal case before you get to meet your biggest fan and become star struck.

THE MANSION: Drop in to see your arch enemy. If you're dumb enough it might not be too alarming. After that it's full steam ahead.

FINAL BATTLE: You're on your own!

PASSWORDS

When you complete a level, you'll be issued a password so that you don't have to try to complete the game in one sitting. Write the password down. When you press START from the title screen, you'll be prompted to either START A NEW GAME or CONTINUE A OLD ONE. To resume a game where you left off, use UP or DOWN on the Control Pad to select CONTINUE AN OLD ONE. Then press START.

Next, you'll be prompted for the password. Use UP or DOWN on the Control Pad to cycle through the letters and characters until the first letter or character of your password appears in the first character space. Then press RIGHT on the Control Pad to move to the next character space and repeat the selection process for the second letter or character of the password, and so on until the entire password appears on the screen. Press LEFT on the Control Pad to go back to a character space if you want to make a change. Press START when the password appears correctly.

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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($1.75 for first minute; 90¢ each additional minute)

HELP JALECO INVENT NEW GAMES YOU'LL LIKE

Jaleco is always developing video games for your Nintendo Entertainment System®, and we'd like your help. Answer these questions, and then send us your name and address. We'll put you on our mailing list to get the most up-to-date information on Jaleco games.

Name_____ Age _____ Male/Female_____
Address_____
City_____ State_____ Zip Code_____

How did you get this game? ☐ bought it ☐ got as gift
How many games do you own for your Nintendo?_____
How long have you owned your Nintendo?_____
Does your Nintendo have any other accessories?_____
☐ gun ☐power glove ☐power pad ☐other joystick ☐U-force
☐ NES Satellite Transmitter™ (4-player adaptor)
☐ NES Four Score™ (4-player adaptor)
If you own another joystick for your Nintendo, which one is it, and why did you want another stick?_____
Do you own a Game Boy™?_____

What kind of games do you like to play on your Nintendo?
☐ role-playing ☐ movie hits ☐ arcade titles ☐ sports games
☐ war games ☐ adventure ☐ driving games
How often do you play your Nintendo? _____
Do you ☐ play alone? ☐ with friends?
How do you learn about new games for your Nintendo? ☐ friends
☐ advertising ☐ call Nintendo ☐ call other companies ☐ from TV
Which TV shows do you watch? _____
Which magazines do you read? _____
_____
Which movie did you last see? _____
Do you have any brothers? _____ how old? _____
Do you have any sisters? _____ how old? _____

Thanks for answering our questions and telling us about yourself and what you like to play. Return this form to:
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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.